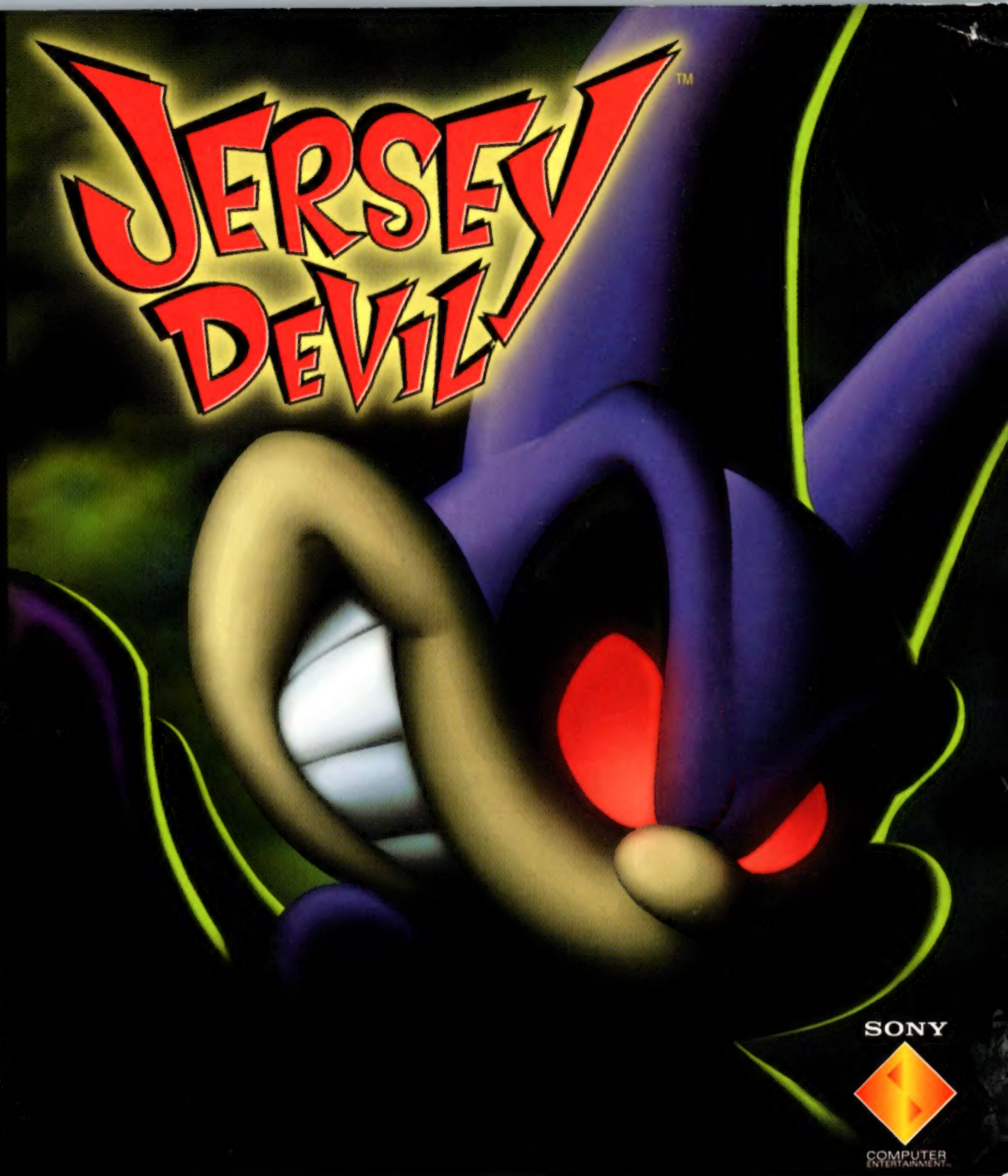
PlayStation

NTSC U/C

PlayStation

JERSEY DEVIL™



SONY COMPUTER ENTERTAINMENT

EVERYONE

CONTENT RATED BY ESRB

SCUS-94907
94907

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Jersey Devil™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail*, $5.00 - $20.00 for card recharge
(*Subject to availability)

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

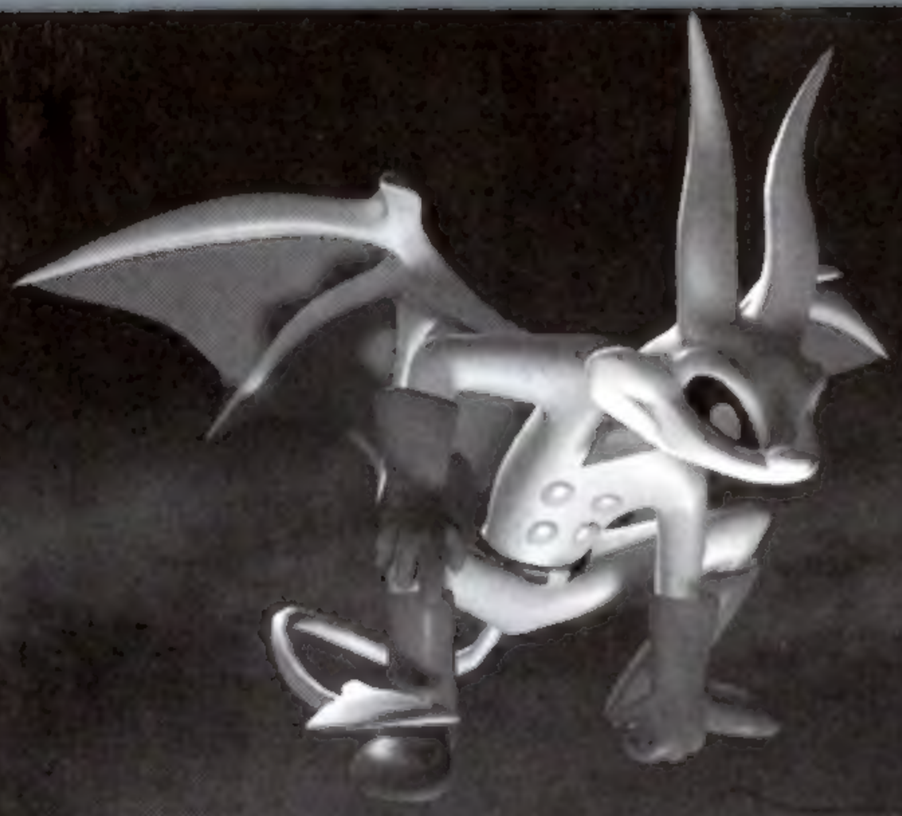
Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.



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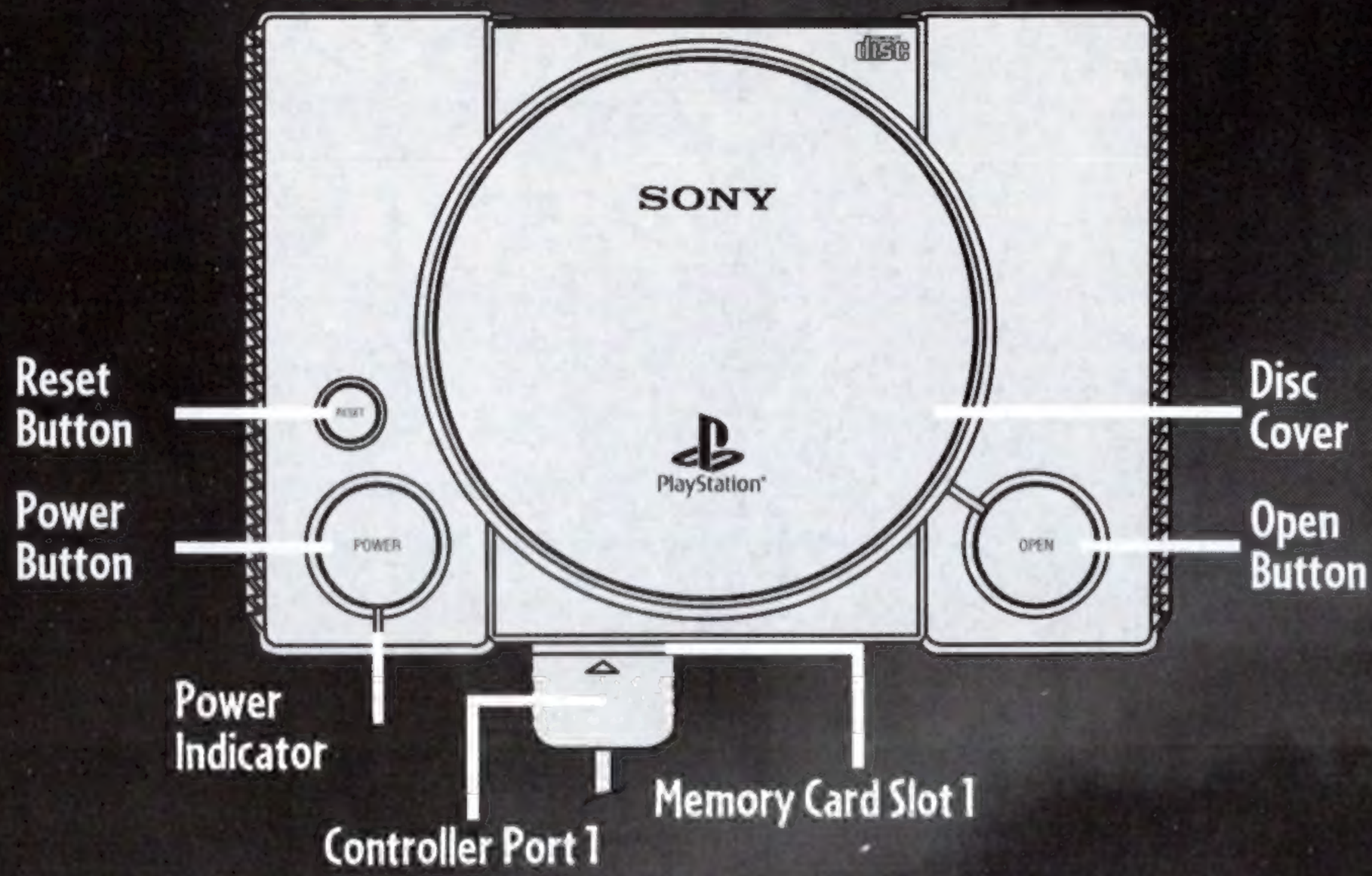
ESRB RATING This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

GETTING STARTED



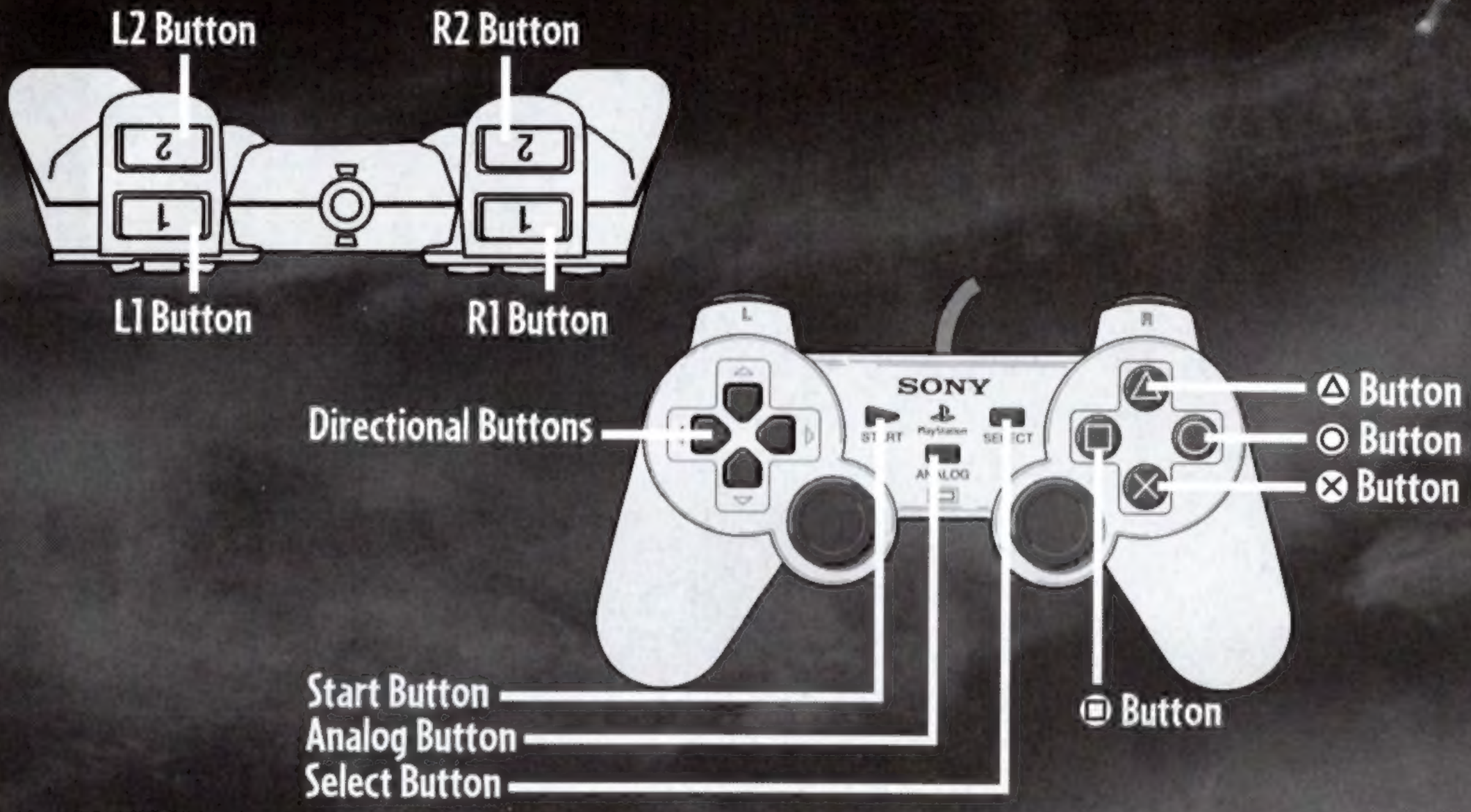
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the JERSEY DEVIL™ disc and close the CD door. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

JERSEY DEVIL™ lets you save games at their current level of play onto Memory cards, and resume play on previously saved games. Insert Memory card(s) (sold separately) into the PlayStation® game console BEFORE starting play.

Important: Do not remove a Memory card while saving or loading games; doing so could damage the game data.

CONTROLS



MENU CONTROLS

Directional Buttons or Left Analog Controller	Select menu items.
Start Button	Skip opening video and display Main Menu. Pause during game (Game Pause). Pause from Downtown navigation center (Downtown Pause). Exit from Game Over.
✕ Button	Skip opening video and display Main Menu. Stop game demos and display Main Menu. Select a menu setting. Resume game from Game Pause and Downtown Pause. Save game from Save Game Menu.

CONTROLS CONT.

◉ Button	Exit level from Game Pause Exit game from Downtown Pause. Resume game from End of Level.
▣ Button	View Status from Downtown Pause. Cancel Level exit.
△ Button	Cancel a menu setting. View Options Menu from Downtown Pause. Confirm Level exit.

DEFAULT GAME CONTROLS

Directional Buttons or Left Analog Controller	⬆ Move forward / Climb up objects such as poles and ropes. ⬇ Run toward camera / Slide down objects such as poles and ropes. ⬅ Move left. ➡ Move right. Tap the Directional Buttons to move slightly. Hold down the Directional Buttons to run. Press two adjacent buttons at the same time for diagonal travel.
⊗ Button	Jump. While running, press the ⊗ Button for a somersault jump and use the Directional Buttons or Left Analog Controller to aim your landing.
◉ Button	Duck.
▣ Button	Punch. Tail Strike (while jumping). Throw small objects. Activate switches.

CONTROLS CONT.

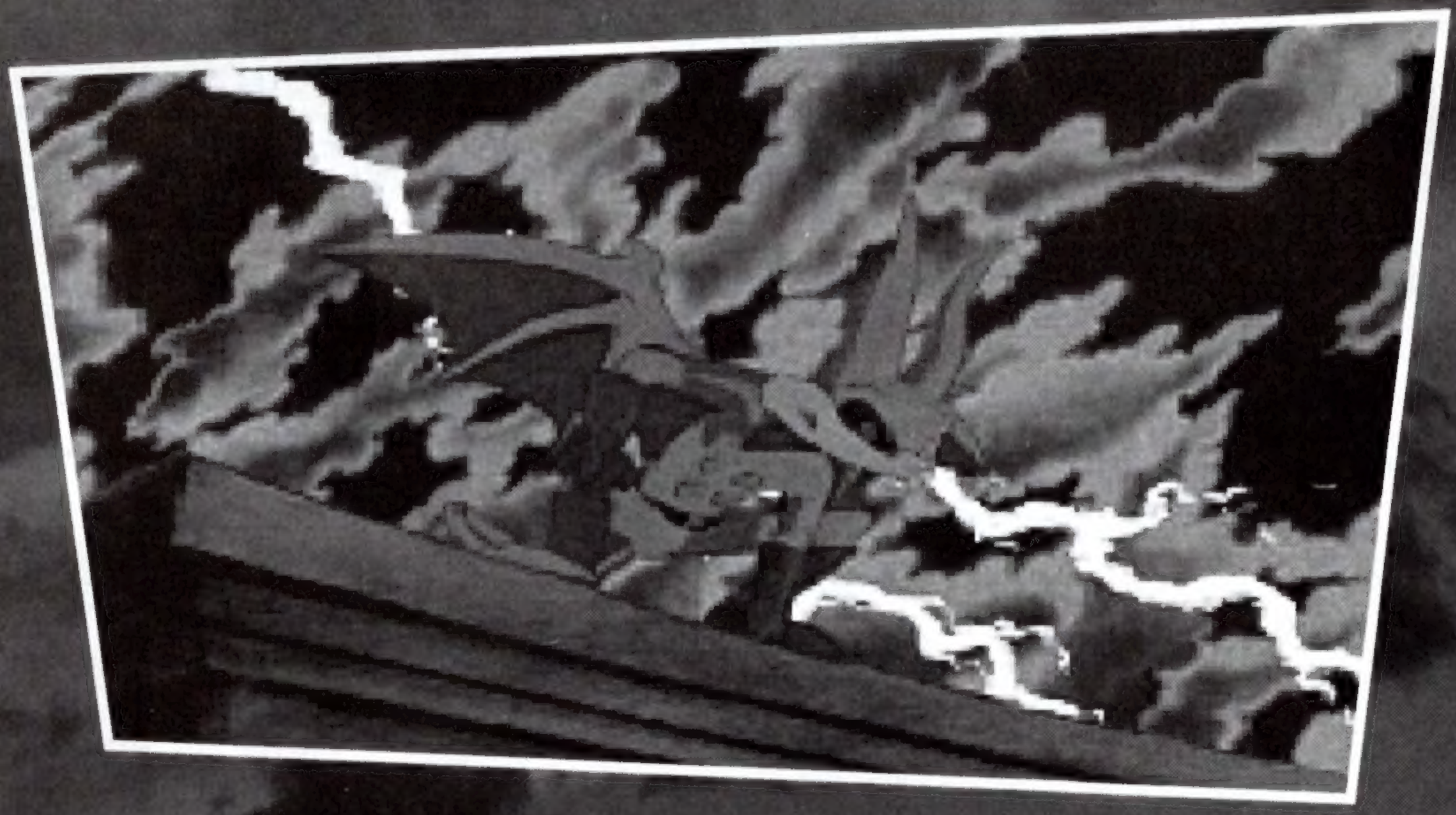
△ Button	Pick up small objects. Push large objects (with Directional Buttons or Left Analog Controller). Swing on ropes.
⊗ Button, △ Button	Glide. *Hint:* Use this special move to control J.D. when jumping off high places to get to lower places. It's possible to land on boxes without breaking them by jumping and opening J.D.'s wings at the right moment.
R1 Button	Tap to display / hide screen panel.
R2 / L2 Button	Pan camera right / left. Hold either button to pan the camera 360°.
Select Button	Turn the vibration feature ON / OFF for the Dual Shock Analog Controller.

Note: Use the Controls option (from the Main Menu or Options Menu) to change the default Controller Configuration.

BIG TROUBLE IN JERSEY CITY

Dr. Knarf is evil. And crazy. Only a lunatic would stuff baby pumpkins into test-tubes and strap whimpering eggplants to an operating table. Dr. Knarf is cooking up a diabolical plot involving mutant vegetables, human hostages, and Doomsday! His lab would make an undertaker laugh – but it's too frightening!
And now . . . what have we here? Dennis the Pumpkin-Head has just carried home a little puppy-something. Kootchie-kootchie. It's a perfect "subject" for Knarf's next nasty experiment. The little diaper-dude has other plans, though. First, the plant gets it. Then he drops a bottle of nitro. Squash, there goes the pumpkin. Blammo, there goes the lab! Many years later, Jersey Town has mushroomed into Jersey City. The metropolis is boiling over with veggie villains. The twisted fruit of Dr. Knarf's experiments are running wild and the streets are unsafe. Galloping garlic, killer cabbages and pumpkin ghouls chase down their shrieking victims. Innocent people are being dragged from their own neighborhoods. It's not just vegetarians, every human in town is being stalked and snatched.

But on the rooftops high above the screams, a worse terror lurks in the murky darkness descending on Jersey City. The now fully-grown Jersey Devil is stalking the stalkers! Does J.D. know what he's in for? A mad scientist, unhealthy vegetables, and mutant monsters are everywhere. And somewhere, there's probably a hostage or two pleading for mercy . . . there's only one way to find out!



MENUS AND OPTIONS

MAIN MENU

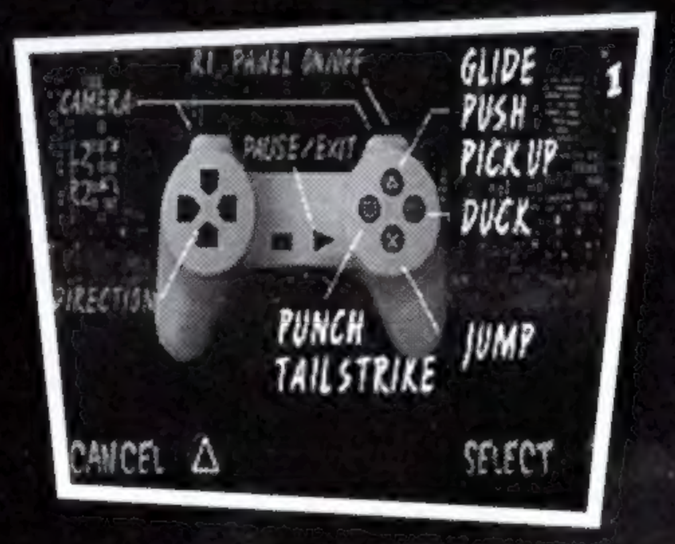
The Main Menu appears at the beginning of a game. Press ⬆ or ⬇ to highlight your selection and press the ⊗ Button.

START: Start a new game.

LOAD GAME: Use the Load Game Menu to load a previously saved game. Use the Directional Buttons or Left Analog Controller to cycle through the available saved games on the Memory card, and press the ⊗ Button to select. Each selection has a percentage number showing how much of the game has been completed.

Note: You must have a Memory card in slot 1 with a previously saved game on it in order to load a game.

CONTROLS: Use the Controls Menu to change the default Controller Configuration. Press ⬆ or ⬇ to cycle through four different settings and press ⊗ Button to select.

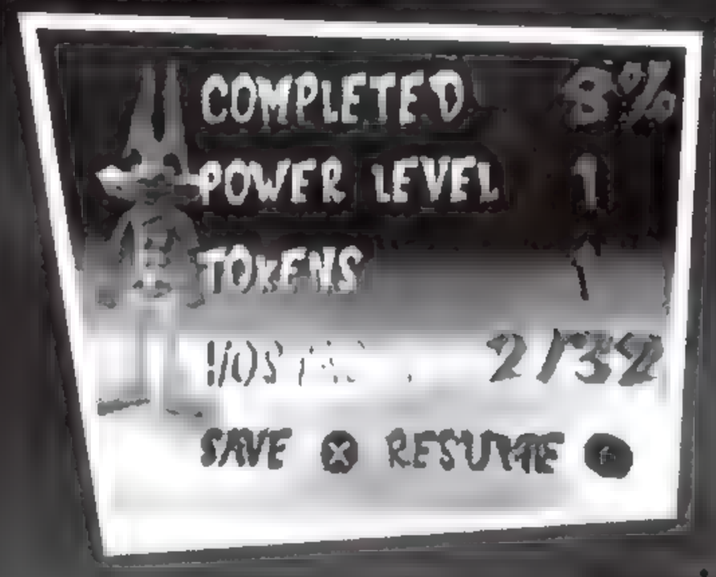


MENUS AND OPTIONS CONT.

END OF MISSION STATUS SCREEN

Your performance is rated whenever you complete a mission. The Status Screen shows you:

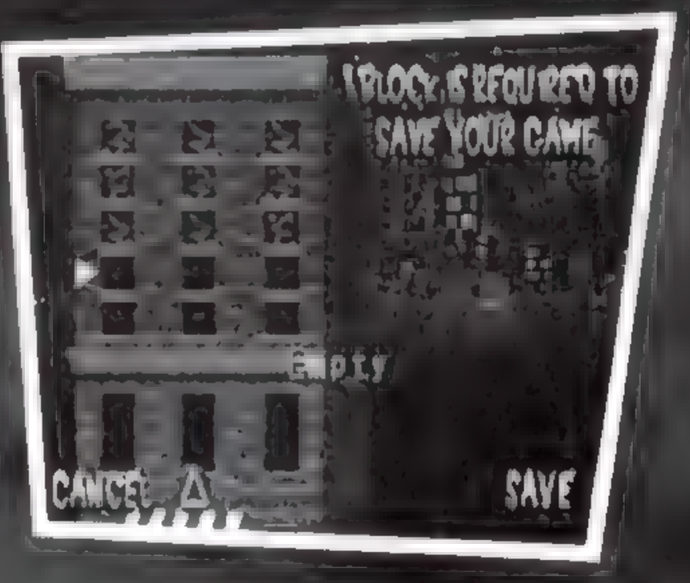
- What percentage of the game you've completed.
- What power level you've reached.
- How many K-Tokens you've acquired.
- How many hostages you've rescued.



Press the ◎ Button to resume the game or see below for saving your progress.

SAVING A GAME

To save a game from the Status Screen, press the ⊗ Button. On the Save Game Menu, use the Directional Buttons or Left Analog Controller to cycle through the game slots, and press the ⊗ Button to save to the selected slot. If a game has already been saved to any slot, a percentage number shows how much of that game has been completed. If all the slots are full, you can save your current game by overwriting a previously saved game.



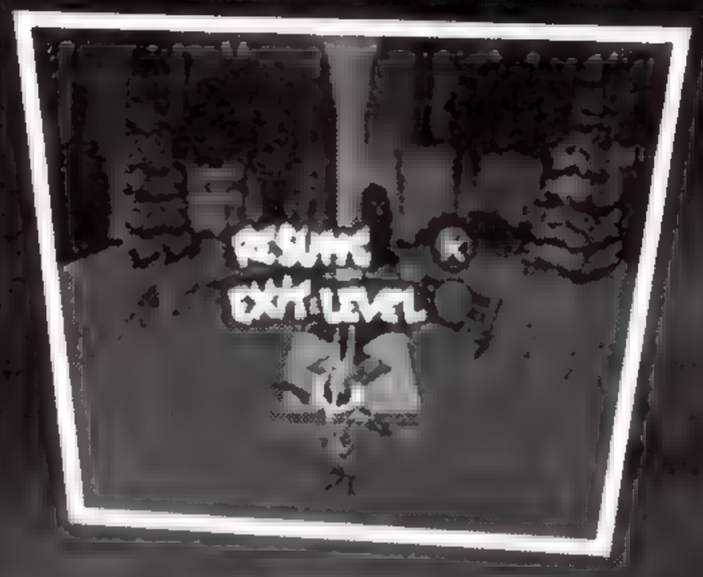
Note: You must have a Memory card in slot 1 in order to save a game.

MENUS AND OPTIONS CONT.

PAUSING

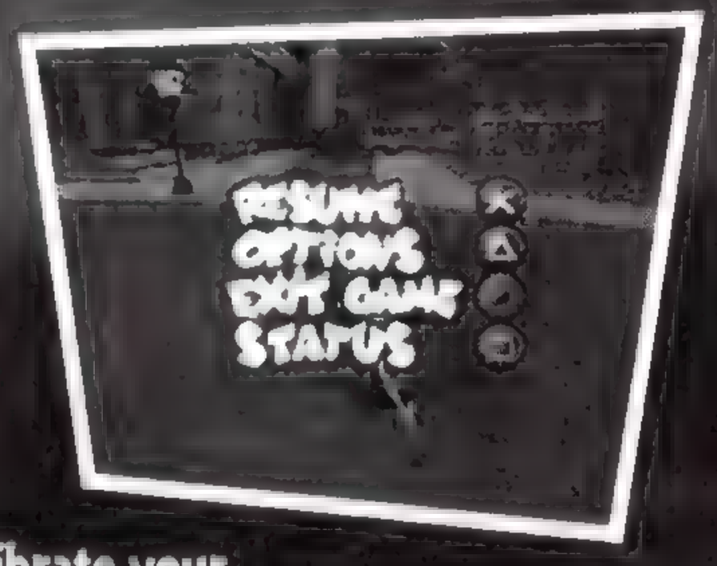
GAME PAUSE

Press Start during a game to pause. Press the ⊗ Button to resume or press the ⊗ Button to exit back to Downtown (after pressing the ⊗ Button for YES).



DOWNTOWN PAUSE

Press Start when J.D. is Downtown to see an expanded Pause Menu. Use the Directional Buttons or press ⬆ or ⬇ to highlight your selection and press the ⊗ Button.

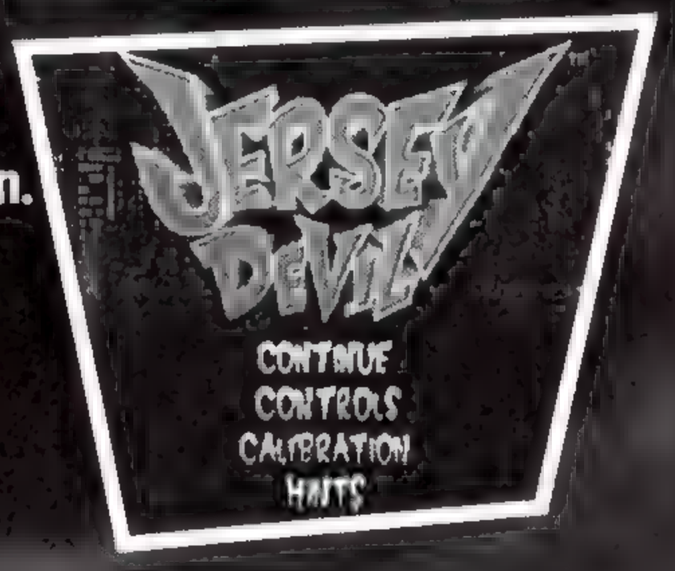


⊗ Button RESUME: Return to the game.

△ Button OPTIONS: Use the Options menu by pressing ⬆ or ⬇ to highlight your selection and pressing the ⊗ Button.
CONTINUE: Return to the game.
CONTROLS: Same as Main Menu.
CALIBRATION: Use the Left Analog Controller to calibrate your analog controller. (This function does not work for the Dual Shock Analog Controller, which is calibrated automatically.)

○ Button EXIT GAME: Return to the Main Menu.

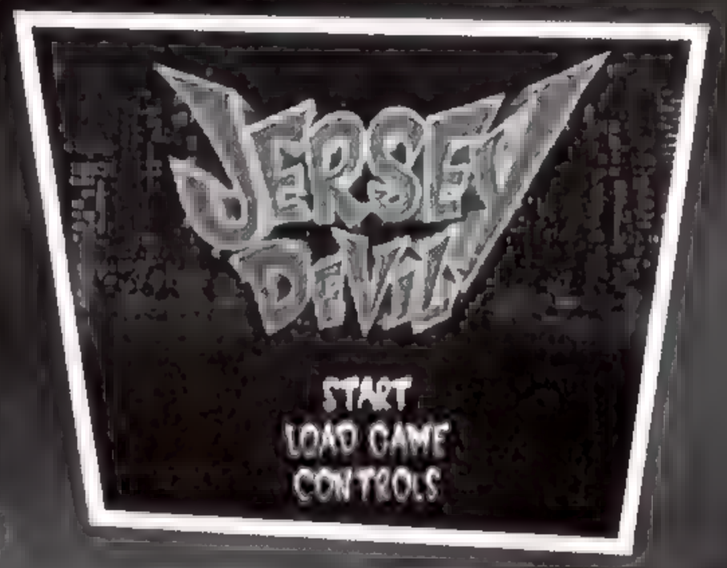
□ Button STATUS: Check your performance on the Status Screen.



HOW TO PLAY

STARTING A GAME

Watch the opening animated video that starts shortly after you turn on the PlayStation® game console. (If you've already seen the animation, you can press Start or the ⊗ Button to display the Main Menu.)



When the animated video ends, the Main Menu appears. Before starting the game, watch the demo shorts for hints about how to overcome some tough obstacles and puzzles in the game. (Press the ⊗ Button to stop the demos whenever you want.)

When the Main Menu appears, press the ⊗ Button to start the game.

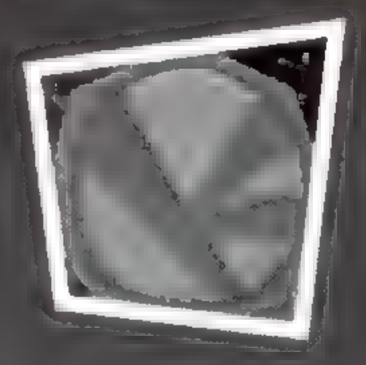
Note: For information on the Main Menu options, see page 8.

YOUR MISSION

JERSEY DEVIL has six big, twisted areas – plus Boss Levels and hidden Bonus Levels.

Your job is to:

- Find and destroy all the labs.
- Collect the Tokens to spell K-N-A-R-F, and gain the Golden K that opens locked doors into the next areas.
- Break open all the green Nitro Boxes (marked with K) to power up Jersey Devil.
- Acquire the K-Token by defeating the Boss defending the lab at the end of each area.
- Release all the hostages trapped in cages throughout the levels and secret levels.
- Defeat Dr. Knarf and his army of hors d'oeuvres and blow up his secret lab.



HOW TO PLAY CONT.

DOWNTOWN HUB

The Downtown hub is the entry point to all parts of town. Jersey Devil starts the game by following (and collecting) the KNARF Tokens to the entrance of the first level, the Museum.

When Jersey Devil successfully completes a mission, he returns to Downtown, and:

- You see your progress report on the Status Screen.
- You can choose to save your progress to a Memory card.
- J.D. looks for the next mission entrance.

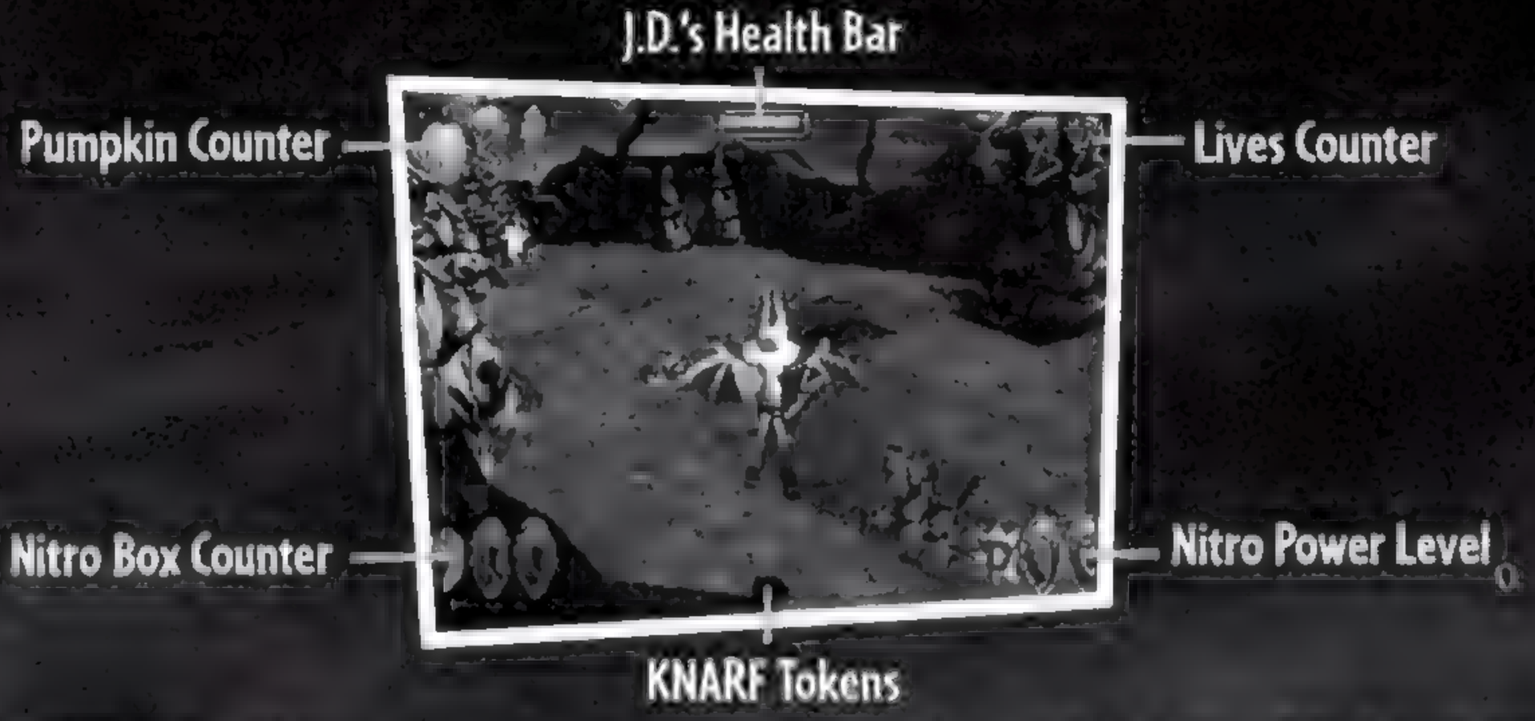
GIANT K-TOKENS

At the beginning of the game, only the Museum entrance will open. Other parts of town become accessible as Jersey Devil completes levels. When Jersey Devil completes a level at least once, that area is marked with a giant, colored K-Token:

Red K-Token	Jersey Devil completed the level, but it still contains hostages and Nitro Boxes.
Purple K-Token	J.D. freed all the hostages, but you still need to find all the Nitro Boxes.
Aqua K-Token	J.D. found all the Nitro Boxes, but some of the hostages are still trapped.
Gold K-Token	J.D. completed the level, found all the hostages and destroyed all the Nitro Boxes.

After getting Red, Purple or Aqua K-Tokens, Jersey Devil can return to the area and try to collect whatever he hasn't found yet. However, J.D. can finish the game with any of the colored key tokens.

SCREEN ITEMS



Collect 100 Pumpkins to receive an extra life and reset the Pumpkin Counter to zero.

Golden Pumpkins restore J.D.'s health.

Devil Tails award an additional Life. The game continues as long as Jersey Devil has at least one Life.

Break open all the glowing Nitro Boxes to get Jersey Devil the Nitro Bottle he needs to blow up a Boss Level. The Nitro Box Counter counts down to zero as J.D. destroys the boxes, keeping track of the number of boxes remaining in the mission. Some Nitro Boxes contain goodies.

Blow up a Boss Level with a Nitro Bottle to increase Jersey Devil's Nitro Power. With enough Nitro Power, J.D can enter secret levels hidden throughout the game.

Collect KNARF Tokens to get the Golden K that opens locked doors marked with a golden K.

The purple bar, in the top center of the screen, represents J.D.s health. A red bar sometimes appears below it. In Boss Levels, the red bar represents the Boss's health. In dark levels, it shows how much firefly light remains.

MORE SCREEN ITEMS

Small boxes hold goodies and can be thrown or jumped on to break them.

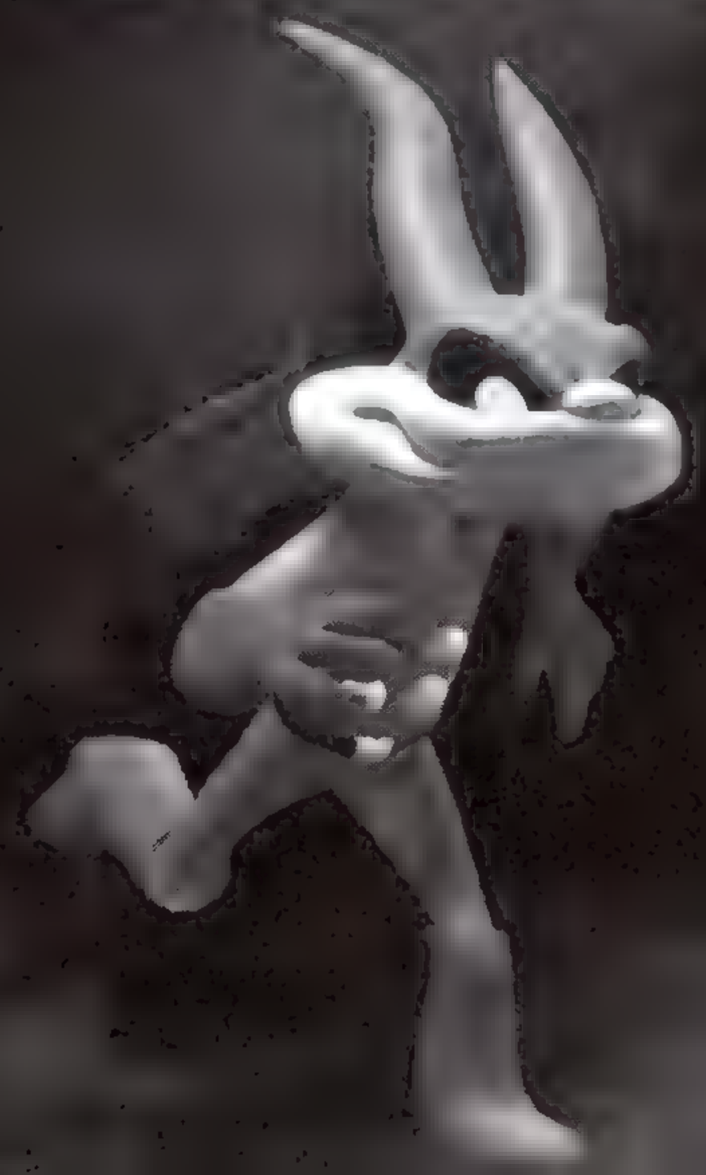
Large boxes can be pushed and used as steps. Jersey Devil may need extra Nitro Power to push some of the larger objects.

TNT Boxes are explosive. They can be thrown against walls and monsters with gratifying results. They can also hurt J.D. if he's too close to them when they explode.

Check Boxes mark the point where J.D. will return in the level when he loses a life.

Arrows popping out of Check Boxes show the way to go.

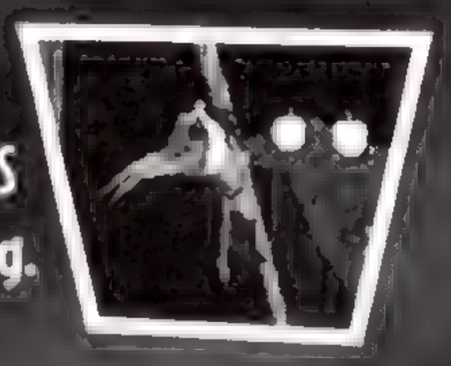
Signs point to mission entrances. (If the entrance is locked, J.D. will need a Golden K to pass through.)



SPECIAL MOVES

CLIMB

Jump onto a flagpole or rope and press ⬆ to climb.



SWING ON ROPES

Press the △ Button (default) when rope-climbing to set the rope swinging.

LOOK AROUND

Press R2 or L2 to scope out the area. Get on a high place and look around. This helps you figure out what to do next, find alternate routes, and avoid rash moves.

PUSH

Get in front of a large object and press the △ Button with a Directional button. J.D. can push forward or side to side. Adjusting your view with R2 or L2 can help you push objects in the right direction.

PICK UP AND THROW

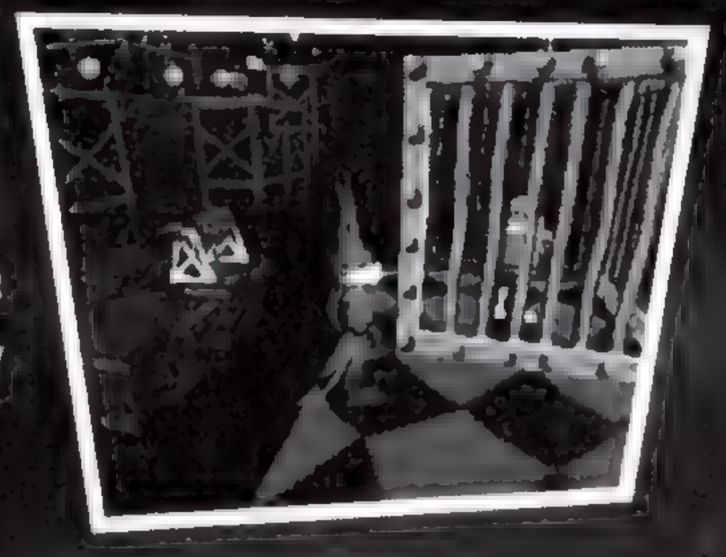
Get in front of a small crate or box and press the △ Button to pick it up. Throw the object by pressing the ○ Button or carry it to a better position and then throw. Throwing TNT boxes can do major damage to obnoxious veg-heads.

ACTIVATE SWITCHES

Punch or Tail Strike switches to activate them. Watch the screen because a view of what you've just activated could appear for a few seconds as a clue to what happened.

HOSTAGES

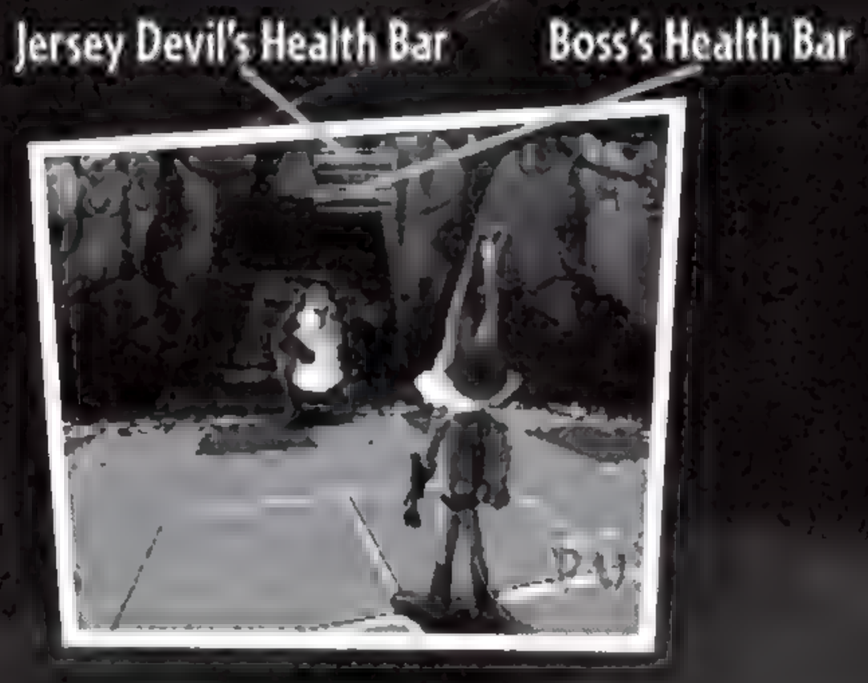
No human can run as fast as a mutant vegetable. After being snatched off the streets, humans are caged up in dank holding cells, awaiting their turn as one of Dr. Knarf's special experiments. Jersey Devil will have to find each hostage and activate a switch somewhere in the room to release him or her. There are 32 hostages hidden in Jersey City. J.D. can never truly put an end to Knarf's evil plans until he frees them all.



BOSS LEVELS

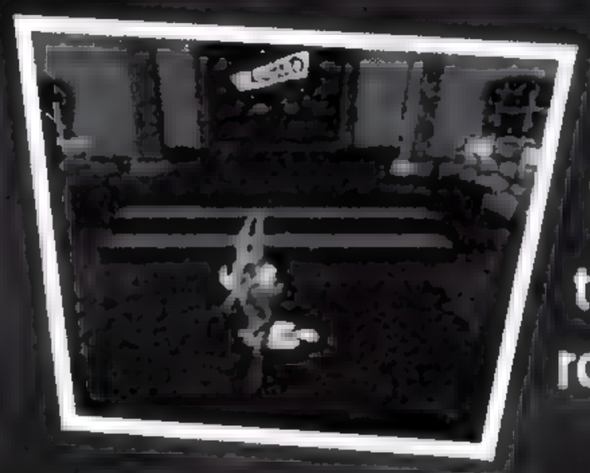
The end of each level is defended by a powerful Boss. Ruining the Boss's day won't be easy, but once you figure out what to do, watch the Boss's Health Bar. Try to drain it before J.D.'s health runs out.

Defeating a Boss and blowing the place up increases Jersey Devil's Nitro Power. That's why J.D. needs to break open all the Nitro Boxes leading to the Boss's lair. If he does so, he will get a Nitro Bottle. After defeating the Boss, J.D. can drop the Nitro Bottle to blow up the lab, which will increase his power level and eventually allow him to enter the Secret Areas.



DOWNTOWN

Follow the KNARF Tokens to the gates of the Museum and you'll begin the first mission. Each time you return to Downtown, something will happen to lead you into the next level. You can also return here to repeat levels where special items still linger or hostages languish.



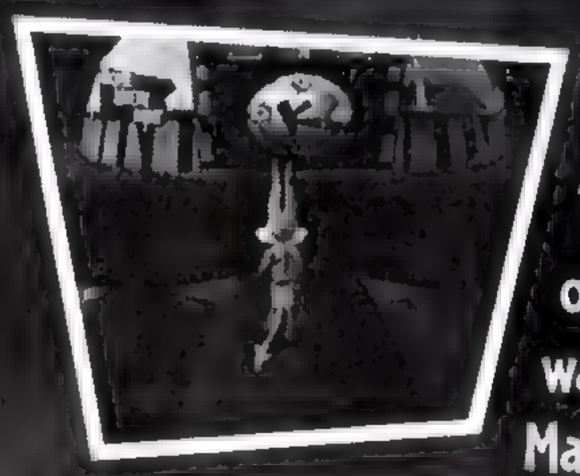
MUSEUM

OUTSIDE MUSEUM

Two flagpoles are planted in the museum grounds; use one to glide to the top of the museum. Move items to your advantage, and find the last KNARF Token on the roof of a shed. Reach the balcony by using the boxes or gliding from a flagpole.

MUSEUM MADNESS

Inside, the floor gaps clue you to brush up on your gliding skills. A staircase leads to the Pyramid. To deal with Aztec Boy, remember: the bigger they are, the harder they fall. In the Boulder Room, use the trap door to gain access to the locked rooms. This will lead you to the KNARF Tokens. Once in the Lab, Jersey Devil matches his reflexes with Dennis the Pumpkin Head. Dennis comes up with more than one way to attack, while Dr. Knarf strafes J.D. with empty bottles.



DOME SWEET DOME

Find the switch that stalls the rotating Dome and make your way into the Dome. The four Red Gears are the key into the Elevator Shaft. Three switches throw light on the situation, and also energize nasty Terror Dactyls. Scale the scaffolds and watch out for paint buckets. Dodge the Caveman to pick up the last Token. Make the little Raptor Punks extinct and fight their daddy, Mr. Tee.

GUIDE TO JERSEY CITY CONT.

GREENPARK

ENTRY

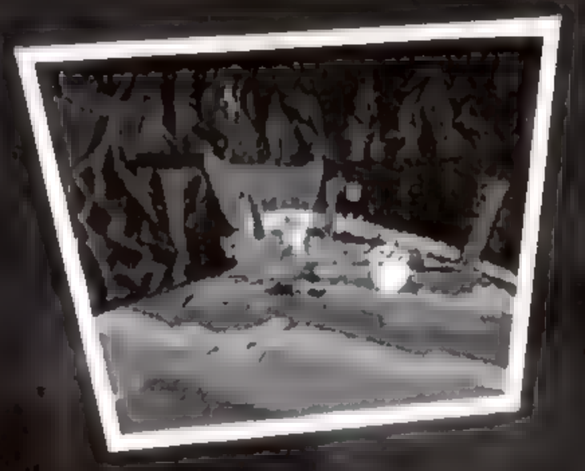
One of the statues is a pushover. Jump in the fountain jets for a look around. A switch activates the dry fountains in case you were looking for missing Tokens. You need to go underground to get what's trapped above.

BAT CAVES

Practice your rope-climbing skills. Watch out for the touring rock group as you walk the plank. Four Tokens give J.D. a long pumpkin glide to a fifth Token. Give Bully, the Lab's giant frog, something besides J.D. to slurp.

ROOT CANAL

Unlock the door hidden in the tree roots. When you reach the end of the slide, Door #1 can only be accessed if you've reached Power Level 8; Door #2, only if you've collected all the KNARF Tokens during the ride. The left entrance is the Geyser Room, where the geyser swirls J.D. back to the start of the slide. Moloyama's Lab is the final drill.



GUIDE TO JERSEY CITY CONT.

CEMETERY

ENTRY

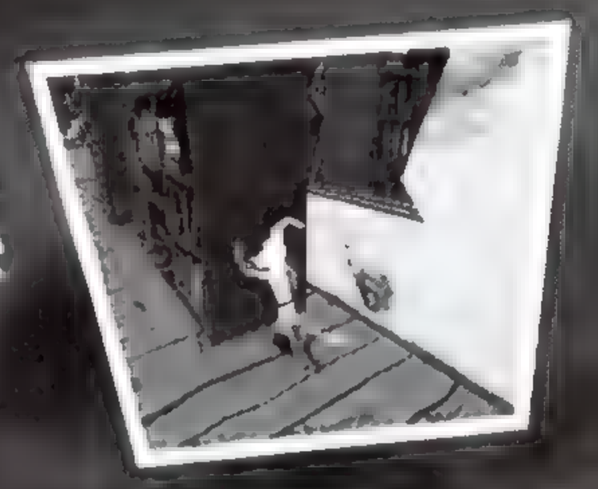
A hit-and-run hearse is the gatecrasher to this boneyard. Knock it off or end up a passenger. Get past the hearse and use TNT to lay low a statue and find a KNARF Token. Spin control gets you through this eerie area once you power-up.

THE CRYPT

Spin along the corridors of the dead place. Bone up on your skull skills and find seaworthy caskets. In one room, you'll WANT to run into bugs in the dark.

THE HAUNTED MANSION

Available now: one haunted fixer-upper – a real-estate agent's worst nightmare. Just when you think you're on solid ground, it splinters under you. Take a rug out for a spin. Survive all this and meet a dream date with a deadly squeeze.

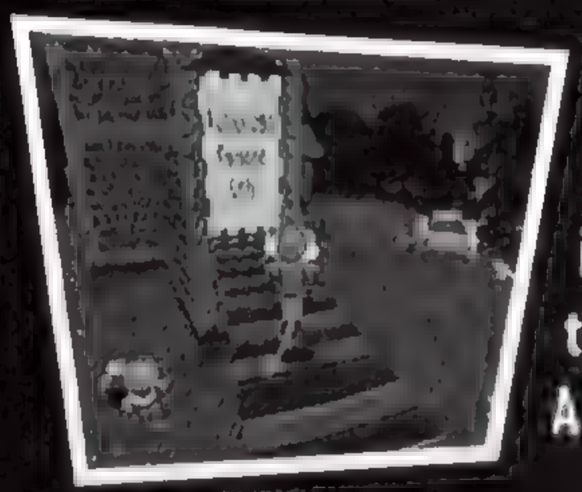


GUIDE TO JERSEY CITY CONT.

CHEMICAL WASTELAND

ENTRY

If you tire easily, your chances are good. Play in the discarded junk but don't swim in the green sludge. Somewhere a giant onion is making an old lady cry.



TOXIC FACTORY

If you hated eggplant as a kid, wait 'til you see it all grown up! Everything here is polluted or on fire. Hot-foot it out of this poisonous dump. Make friends with the turtles. Anything that can survive in this muck deserves some respect. A killer spray can wants to do your hair.

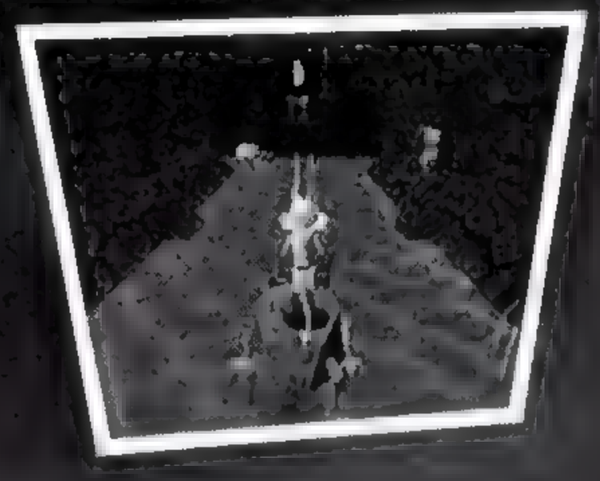
SLUDGE SLIDES

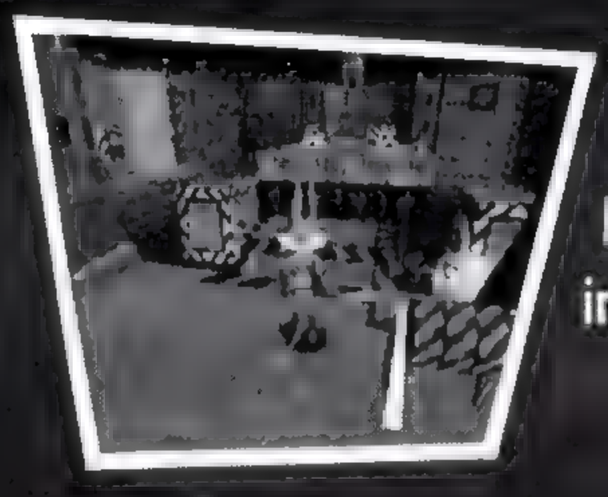
Hop the fence, but don't get zapped. This place is a radioactive waterslide. Trigger the doors fast or smash into them at about 90 mph. Think quick or you're a tattoo. Slug it out with a sludge-slinging monster in a toxic showdown.

SEWER PORT

ENTRY

Go low out of town, like "down the drain." Commute by turtle and croc.





AMAZING BOXES

Find a tricky box on a ship by the docks. These puzzling crates and what's inside could drive you bananas.

MONKEY'S TRAIL

Look for the shortcut to the dock. Do a good deed for a local primate and the experience will be uplifting. Strong-arm the octopus and win or you're sushi.

GUIDE TO JERSEY CITY CONT.

KNARF'S FOREST

ENTRY

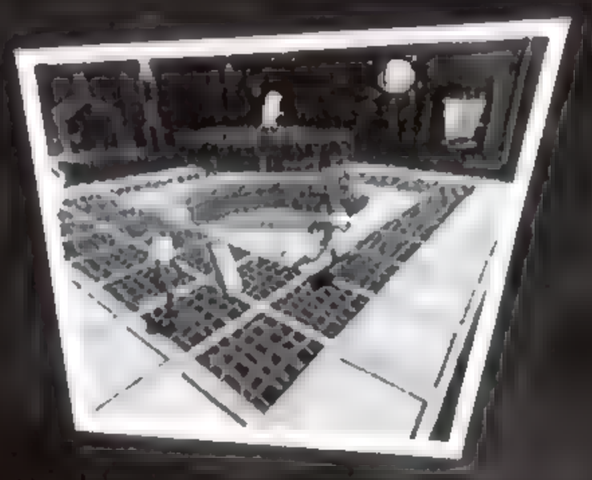
The only way to the forest is by rocket. The showdown with Knarf approaches.

THROUGH THE TREES

Enter a forest where killer bunnies flock and belligerent bees buzz-bomb. Swing through vines and get favors from spitting flowers. Meet one ornery carrot even the rabbits won't mess with.

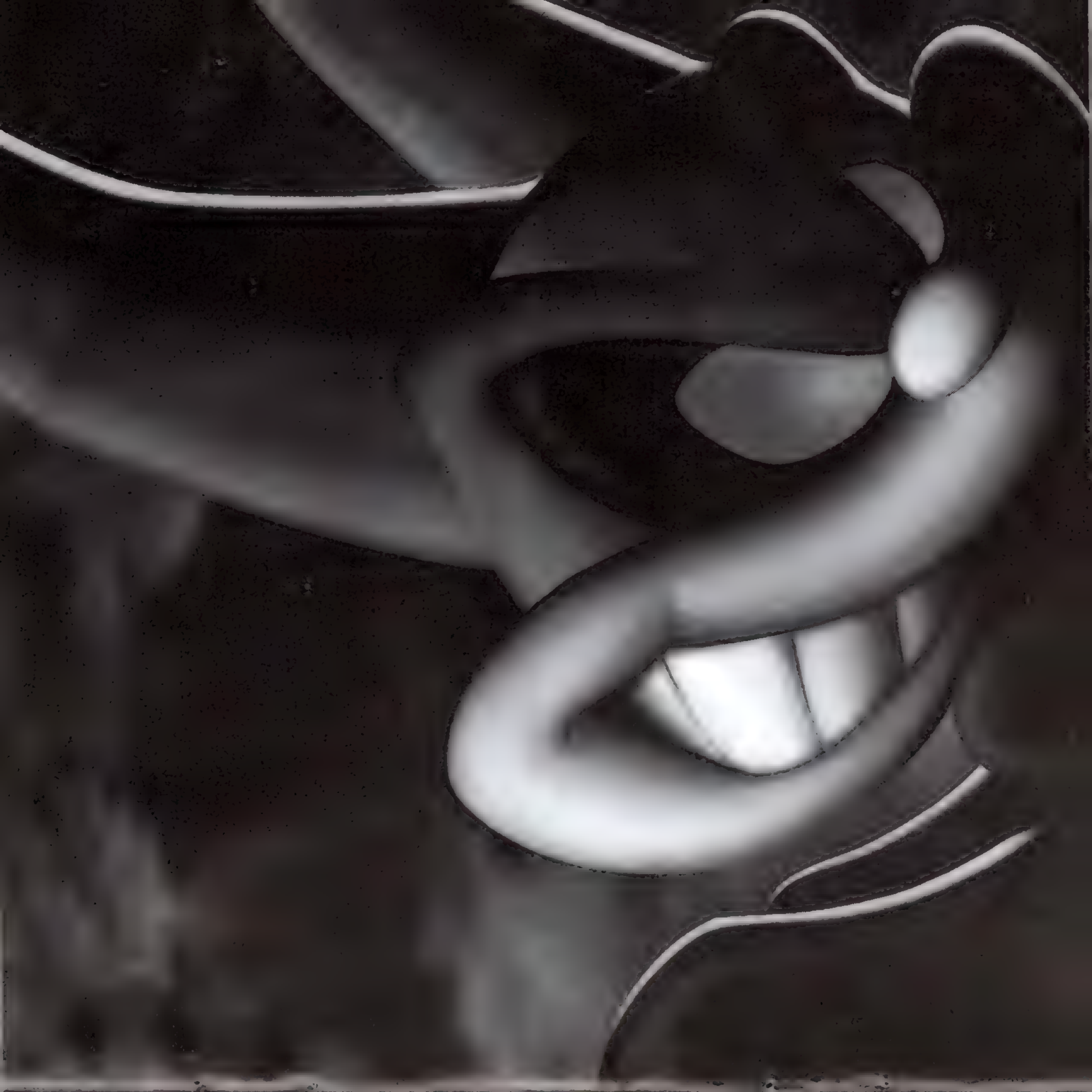
KNARF'S LAIR

Werewolves guard the madman's stronghold. If you made it this far, you've chopped up hundreds of Knarf's vegetable creations. In the final battle, Jersey City and normal vegetables everywhere are rooting for you.



KNARF'S MEAN MINIONS

KNARF'S MEAN MINIONS CONT.



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